

MOTHERSHIP® CHARACTER PROFILE

Player Name

High Score

PERSONAL DETAILS

Character Name

Pronouns

Personal Notes

1. ROLL 2D10+25 FOR EACH STAT.



STRENGTH



SPEED



INTELLECT



COMBAT

2. ROLL 2D10+10 FOR EACH SAVE.



SANITY



FEAR



BODY

3. SELECT YOUR CLASS. ADJUST YOUR STARTING STATS & SAVES.

- | | | | |
|---|---|---|---|
| <input checked="" type="radio"/> MARINE
+10 COMBAT
+10 BODY SAVE
+20 FEAR SAVE
+1 MAXIMUM WOUNDS | <input checked="" type="radio"/> ANDROID
+20 INTELLECT
-10 TO 1 STAT
+60 FEAR SAVE
+1 MAXIMUM WOUNDS | <input checked="" type="radio"/> SCIENTIST
+10 INTELLECT
+5 TO 1 STAT
+30 SANITY SAVE | <input checked="" type="radio"/> TEAMSTER
+5 TO ALL STATS
+10 TO ALL SAVES |
|---|---|---|---|

4. ROLL 1D10+10 FOR YOUR HEALTH.

HEALTH



Current Maximum

WOUNDS



Current Maximum
Starts at 2.

You start at your Maximum Health with zero Wounds. Whenever your Health falls below zero, you suffer a Wound. Reset your Health to its Maximum, minus any carryover damage.

STRESS



Current Minimum
Starts at 2.

5. GAIN STRESS.

6. TAKE NOTE OF YOUR CLASS'S TRAUMA RESPONSE.

- | | |
|---|--|
| <input checked="" type="radio"/> MARINE | WHENEVER YOU PANIC, EVERY CLOSE FRIENDLY PLAYER MUST MAKE A FEAR SAVE. |
| <input checked="" type="radio"/> ANDROID | FEAR SAVES MADE BY CLOSE FRIENDLY PLAYERS ARE AT DISADVANTAGE. |
| <input checked="" type="radio"/> SCIENTIST | WHENEVER YOU FAIL A SANITY SAVE, ALL CLOSE FRIENDLY PLAYERS GAIN 1 STRESS. |
| <input checked="" type="radio"/> TEAMSTER | ONCE PER SESSION, YOU MAY TAKE ADVANTAGE ON A PANIC CHECK. |

8. ROLL FOR YOUR EQUIPMENT LOADOUT, TRINKET & PATCH.

ARMOR POINTS



CREDITS 2D10×10



7. NOTE CLASS SKILLS AND CHOOSE BONUS SKILLS.

To take a Master or Expert Skill you must first take at least one of its prerequisite Skills.

- | | |
|---|--|
| <input checked="" type="radio"/> MARINE | MILITARY TRAINING, ATHLETICS +1 EXPERT SKILL OR 2 TRAINED SKILLS. |
| <input checked="" type="radio"/> ANDROID | LINGUISTICS, COMPUTERS, MATHEMATICS +1 EXPERT SKILL OR 2 TRAINED SKILLS. |
| <input checked="" type="radio"/> SCIENTIST | 1 MASTER SKILL, AND AN EXPERT AND TRAINED SKILL PREREQUISITE +1 TRAINED SKILL. |
| <input checked="" type="radio"/> TEAMSTER | INDUSTRIAL EQUIPMENT, ZERO-G +1 TRAINED SKILL AND 1 EXPERT SKILL. |

TRAINED SKILLS

+10 BONUS

☐ LINGUISTICS

☐ ZOOLOGY

☐

☐ BOTANY

☐ GEOLOGY

☐ INDUSTRIAL EQUIPMENT

☐ JURY-RIGGING

☐ CHEMISTRY

☐ COMPUTERS

☐ ZERO-G

☐ MATHEMATICS

☐ ART

☐ ARCHAEOLOGY

☐ THEOLOGY

☐ MILITARY TRAINING

☐ RIMWISE

☐ ATHLETICS

EXPERT SKILLS

+15 BONUS

☐ PSYCHOLOGY

☐ PATHOLOGY

☐ FIELD MEDICINE

☐ ECOLOGY

☐ ASTEROID MINING

☐ MECHANICAL REPAIR

☐ EXPLOSIVES

☐ PHARMACOLOGY

☐ HACKING

☐ PILOTING

☐ PHYSICS

☐ MYSTICISM

☐ WILDERNESS SURVIVAL

☐ FIREARMS

☐ HAND-TO-HAND COMBAT

☐

MASTER SKILLS

+20 BONUS

☐ SOPHONTOLOGY

☐ EXO BIOLOGY

☐ SURGERY

☐ PLANETOLOGY

☐ ROBOTICS

☐ ENGINEERING

☐ CYBERNETICS

☐

☐ ARTIFICIAL INTELLIGENCE

☐

☐ HYPERSPACE

☐ XENOE SOTERICISM

☐

☐

☐ COMMAND

☐

☐

SKILL TRAINING

In Progress

Time Remaining

CONDITIONS